**INTERSCHOLASTIC READING COMPETITION**

**GUIDELINES**

**(Modified: Updated 2011)**

***BIBLIOGRAPHY***

1. The bibliography will be compiled by members of the Book Selection Committee during their annual organizational meeting. The titles will be chosen according to the guidelines set forth in the IU 8 Book Selection Guidelines implemented in September of 2000.

2. The bibliography will be distributed in the spring for the following year. The first 1/2 of the titles will be utilized for the fall competition. The second 1/2 of the titles will be used for the spring competition. There is a maximum of 42 titles on each list.

3. Individuals wishing to request reconsideration of a book will follow the procedure set forth in the Book Selection Guidelines. The form is included with the guideline information.

***TEAMS***

1. Teams will be comprised of 8 to 12 students, plus a maximum of 4 alternates. In the event a second tournament is held at a later date, team member composition may vary.

2. Teams with fewer than eight students on the competition night will **NOT** be penalized.

3. Alternates may be used in succeeding rounds on the same day.

4. No team member substitutions will be permitted during a round.

5. A maximum number of 12 students may participate in any given round.

6. An individual school will be permitted to field as many teams as they wish, provided the host school can accommodate them.

7. There are three levels of competition. Level I (Elementary): Grades 4, 5 and/or 6, Level II (Middle/Jr. High): Grades 6, 7, 8, Level III (High School): Grades 9, 10, 11, and 12. Teams can include any combination of students from the grades indicated for that level. *Note: If a school encounters a lack of interested fifth or sixth grade students needed to field a team, a few fourth grade students can be included.*

8. An annual fee of $25 per competition level will be assessed for each school district entering the competition. Up to ten teams from the same school can participate for the initial $25 fee.

***COMPETITION***

1. In the event of inclement weather, the host school will make the determination if the competition is to be held. If the competition is cancelled, the “rule of thumb” will be to reschedule the competition at a time that best meets the schools schedule. Confirmation of cancellation will be by telephone, via the school website, and/or e-mail.

2. Each team **must** be accompanied by an adult whose additional duties may include scorekeeping or moderating. Advisors/coaches who choose not be moderating or scorekeeping, may be a spectator in any of the rounds of competition as long as there is an adult traveling with each team.

3. Every team that is registered must **list at least one person who will serve as a moderator or scorekeeper**. The volunteer can be the coach, another teacher or student teacher, a parent, or another responsible adult. Participating students of the school cannot be moderators or scorekeepers.

4. The overall point totals will determine the overall winners.

5. If there is an even number of teams, each team will compete in three rounds of competition. If there is an odd number of teams’ competing, there will be three teams competing in two rounds only. Those teams with a "bye" round will have their total score determined by averaging their scores for the other two rounds and using that average as the score for their "bye" round. Teams with "byes" are chosen a random.

6. Parents are invited and encouraged to attend all competitions.

***AWARDS***

1. Certificates and other awards may be given to all competitors as well as ribbons or medals for the team members who are award winners. Team members will be invited to the awards table to receive all awards.

***REGISTRATION***

1. All participating schools must register on-line at the PAHSLibrary Wikispace (www.pahslibrary09.wikispaces.com) link prior to the registration deadline.

2. The on-line registration system has required fields and will not permit a team to be registered until all of the required fields have been completed. This includes the moderator / scorekeeper information. Do not list your volunteer’s name more than once for the same night’s competition.

3. A confirming e-mail will be sent to the coach and contact person to indicate the team has successfully been registered. Make sure your e-mail address has been correctly entered. If you do not get a confirming e-mail, then your team is not registered or your e-mail address is wrong.

4. All teams, upon arrival at the competition, must pick up their team packet at the registration desk. This will be located upon entry to the school. If not, there will be hostesses directing teams where to go.

***STUDENT RESPONSIBILITIES***

1. No paper, pencils, food, and drinks (except bottled water) are permitted in close proximity of the teams in the contest room. No books being used in the present competition are permitted in the room. They must be turned in to the scoring area before the competition begins and picked up after the third round is completed. Failure to comply with this rule will result in **disqualification.**

2. Students are not permitted to leave the contest room except in dire emergencies.

3. Students are not permitted to confer with opposing teams once the contest has begun.

4. Students may challenge an answer only during the time period before the next question is asked. They must voice a valid reason for the challenge. The moderator may substitute another question, if, in his/her judgment, a legitimate challenge has been made. Questions may not be challenged if the team does not know the answer, has not read the book, or wishes to keep the opposing team from getting the point. The team that received the disputed question first should be asked the challenge question first. **Each team is limited to two challenges per round. Verified challenges can only be made during a book title question.**

5. Students may challenge procedural errors with the consent of both teams and shall ask for a ruling by the chairperson.

6. The team captain is to carry the official team score sheet to each of the rounds. At the end of the rounds, the captain has the scorekeeper write the score on the appropriate line and sign it. After the last round, the captain gives the score sheet to the scorekeeper or moderator to bring to the scoring area.

7. All team members are to report to the awards ceremony room after the completion of their third round. This room will be announced upon arriving to competition.

***SCORING AND QUIZZING***

1. The moderator calls the team captains for a coin toss to see who answers the first question. The moderator will label the teams TEAM A and TEAM B.

2. The moderator reads the question twice to TEAM A and allows the teams to confer for **twenty seconds**. TEAM B may confer during the same time. The moderator then says “*Your answer please*.” The **team** **captain** has the option to answer the question himself or designate a specific team member, by name, to answer the question. The team captain will collaborate with the other members of the team before giving the answer.

3. If the answer is correct, the moderator will announce that it is correct and proceed to ask a question to TEAM B.

4. If TEAM A fails to answer the question correctly, the question will go to TEAM B**. The question will not be repeated**. **The team captain or his designee will respond. (No time will be permitted for additional conferring.)**

5. Both teams are to confer quietly so as not to give the opposing teams an advantage.

6. After each question, the moderator will verify the answer and announce the number of points earned by each team. Each question is worth 1 (one) point.

7. A practice round of two questions per team can be held, but is not required. (If performed, use questions from the extra question packet.)

8. Recording of scores on the official score sheet will be done by the scorekeeper.

***MODERATOR’S RIGHTS AND RESPONSIBILITIES***

1. Moderators will be faculty members or parent or community volunteers from participating schools. Moderators and scorekeepers will not have teams from their home school in their room.

2. The moderator has complete control over the room assigned to him/her. The moderator will not allow any comments or discussion from the audience. **The moderator can decide to penalize a team up to 5 points for interference by spectators from their group.**

3. The moderator will be the judge of each answer. Final decisions will be made by the moderator and all students must abide by his/her decision. Interruptions from the audience will not be tolerated.

4. Moderators are asked to use their own judgment regarding answers. If the response means the same thing but is worded differently than what is written on the question form, accept the answer. In some cases the question has more than one acceptable answer indicated. (example: $75 or money) The moderator can accept either answer. Unless a question specifically asks for a character’s full name, moderators should accept the person’s first name or last name or complete name.

5. The scorekeeper will return the "round completed cards" to the scoring area immediately upon completion of rounds 1 & 2. The next round cannot begin until all cards have been turned in. At the completion of round 3, the scorekeeper or moderator will return the four question packets and the two official team score sheets to the scoring area.

6. Any disruptive behavior will result in deduction of points or disqualification.

A disruption will be considered anything that interrupts the flow of the match happening in that room. Disruptions from the audience members will also result in penalties to teams at play.

7. Moderators and Scorekeepers who are uncertain about any matter may refer those matters to the chairperson for help.

8. Students may challenge an answer before the next question in that round is asked. Questions are not to be discarded just because a team has not read the book. The team that received the disputed question first should be asked the challenge question first. **Teams are not permitted more than two challenges per round.**

9. Moderators and/or scorekeepers may not moderate and/or keep score for their own schools, unless unavoidable due to cancellation or other emergencies.

10. Moderators may not give additional clues, editorialize or comment on the questions or answers in any fashion. The moderator is to simply read the question as it appears on the question sheet.

11. Moderators and Scorekeepers must check in at the scoring area before the first round is to begin. At check-in the question packets for all three rounds as well as the extra question packet will be passed out. All four of the question packets must be returned at the end of the competition.

***MODERATOR’S AND SCOREKEEPERS PROCEDURES***

1. Observe the arrangement of the room upon entering and make sure it is put back in this order after the three rounds have ended.

2. Have each team sit on separate sides of the classroom in such a manner to facilitate conferring. Teams do not have to sit in the desks. Just make sure that the two teams are separated and not able to overhear the opposing team’s discussions.

3. Please be sure to have all food and drinks (except bottled water), paper, pencils, and books removed from the teams prior to the start of the rounds.

4. Make sure you use the correct questions for each round. Each packet has 20 sheets of questions with two questions on each sheet. Extra questions are included in a separate packet. Please separate the questions into forty separate sheets of paper and then make two piles of 20 questions. **Make sure you shuffle the sheets of questions** **before you begin**.

5. A practice round may be conducted, **but it is not necessary**. Teams may decide if

they want a practice round. If a practice round is conducted, use the extra questions. Follow the following procedures:

a. Flip the coin; the winner becomes team A

b. The first question goes to team A;

c. Read a sample question twice and give them up to 20 seconds to confer.

At the end of the twenty seconds, or less, ask Team A for their answer

If correct say, “Correct, Team A scores 1 point.”

Then follow the same procedure for Team B.

d. If the answer is incorrect, say “Incorrect. Team B do you have an answer?”

6. The competition will then start and proceeds in this manner until each team has had the opportunity to answer **20** one-point questions.

7. Tabulate and validate the scores. Additionally, the blackboard can be used by the scorekeeper, if desired. Announce the scores and the winner of the round.

8. Sign the official score sheets with the colored pen that was included in the first packet of questions. Each team captain has his/her team's score sheet.

9. Send the "round completed card" to the scoring area immediately after finishing the round. Make sure the person who brings the card to the scoring area knows to return to the room.

10. Upon completion of a round, if a team has to move to another room, they may. They are to wait quietly outside of the room if it is still in use.

11. Moderators and scorekeepers will remain in the same room for all three rounds of competition. If the school is rotating their volunteers, only the people assigned to round 1 should report in at the scoring area.

12. Students not competing in the next round are to report to a designated area until their next round.

13. The cumulative totals for the three rounds will determine winners.

14. An illustration of the scoring procedure is as follows:

TEAM A TEAM B

x 1. c Place a "C" for each correct answer

2. c and a "X" for each incorrect answer.

c 3. Make sure each team is asked 20

4. c questions.

c 5.

x 6. x Note: Both teams got #6 wrong.

Total 2 Total 3

NOTE: If possible, the moderator and the scorekeeper should keep the score as a safeguard against error. Suggestion: The moderator can place the completed questions in three piles: Team A Correct, Team B Correct, and Both teams missed the question. Write on each sheet which team got it right or if both teams missed it. At the end count the number of papers in each pile.